

KING OF 2 MILES
KING OF 1 MILE



www.ko2m.com
Eduardo@ko2m.com
Alex@ko2m.com

2024

RULES AND PROCEDURES



KING OF 2 MILES
KING OF 1 MILE



www.ko2m.com
Eduardo@ko2m.com
Alex@ko2m.com





2024 Rule Changes

1. The rear bag rules have been modified to allow certain adjustable supports such as ones with inflatable bladders. Their form and mass makes many of these easily packable and field appropriate.
2. The overweight penalty for heavy guns has been reduced by 90%. And gun that is 10 pounds overweight would start at a 10,000 point deficit which is possible to overcome in the first 2 shots. We have heard people declare that their gun shoots so much better with an extra 10 pounds of allowance that they could never sacrifice the capability by going down to 40 pounds. By all means, come and prove it.
3. Suppressed weapons may be weighed without the suppressor attached. In our view there are few things more field appropriate than a suppressor and encouraging their use seems well within our goals on encouraging the use and development of field appropriate equipment.
4. Finalists will be drawn from the top 20% of each day of preliminaries. In the past there has been little statistical justification for doing so but there was a statistically significant difference between the days of preliminaries in 2023. As we move towards three days of preliminaries for the Global Finals, it is likely that such differences will be exaggerated and we aim to minimize the effects of random luck.
5. Shooting order being random for preliminaries and finals has be clarified.

King of 28 miles

2024 KO2M/KO1M RULES AND PROCEDURES V.1

Table of Contents

1. General rules
 - 1.1. Team Size
 - 1.2. Spotters
 - 1.3. Acceptance to match
 - 1.4. Shooting order
 - 1.5. Target locations
2. Equipment rules
 - 2.1. Rifle limitations KO2M
 - 2.2. Rifle limitations KO1M
 - 2.3. Weight of additional equipment
 - 2.4. Bipod
 - 2.5. Adjustments of rifle
 - 2.6. Rear of rifle
 - 2.7. Equipment carry to firing line
 - 2.8. Rifle optics
 - 2.9. Instrumentation
 - 2.10. Ear and eye protection
 - 2.11. Malfunctions
 - 2.12. Equipment alibis
 - 2.13. Spectator and team communications
3. Procedures
 - 3.1. Scoring team and video feed
 - 3.2. Practicing on range
 - 3.3. Shooting box
 - 3.4. External feedback to team
 - 3.5. Definition of hit
 - 3.6. Protests
 - 3.7. Procedures in and out of shooting box
 - 3.8. Failure to do right
4. Course of fire (COF)
 - 4.1. Target range and physical location
 - 4.2. Team responsibility and shooting order
 - 4.3. Preliminary rounds
 - 4.4. Finals
 - 4.5. COF Permitted variations at international competitions
 - 4.6. COF Non permitted variations at international competitions
5. Scoring



- 5.1. The scoring system algorithm
- 5.2. Example of base target values
- 6. Mission Statement

King of 2 Mile / King of 1 Mile 2024 Match Rules and Procedures

1. GENERAL RULES

- 1.1. Team Size: This is a team competition. Each team consisting of up to 2 people, a shooter and spotter. The team must remain the same from the preliminaries all the way through the finals. No substitutions are allowed for the finals.
- 1.2. Spotters may only spot for one shooter.
- 1.3. Acceptance to match: The shooter and spotter (team) will be accepted by their placement in the published ranking. Shooters with rank priority will also have that priority given to their spotter. This is a team event and we will never break up a fire team deliberately. There will be no last minute acceptances.
- 1.4. Shooting order for finals and qualifications will be by random number generator. No gun will be permitted to be used more than once per day during the preliminaries. Shooters will shoot on different days than their spotters during the prelims. If two shooters make it into the finals using the same gun, they will have to choose which of them shoots during the finals.
- 1.5. Target locations, ranges and angles will be posted the evening before the first day of competition by the match director.

2. EQUIPMENT RULES

- 2.1. Rifle Limitations KO2M: Any rifle of 40 pounds or under is allowed, however, rifles over .50 caliber (12,7x99) will require prior approval (to date we have not approved any rifles over .50 cal) . Rifle weight is determined by its "Ready to fire" configuration. Any rifle other than centerfire will require prior approval (muzzle loader, light gas, Gauss/Rail gun etc...). Rifles that weigh in over 40 pounds will face a 100 point starting penalty for each tenth of a pound or fraction thereof. So a 40.05 pound gun would start at -100 points and a 50.0 pound gun would start at



-10000 which can be overcome on the first target. Suppressed firearms may be weighed with the suppressor removed.

2.2. Rifle Limitations KO1M: Any rifle of 26 pounds or under with a caliber of .338 or less is allowed. Rifle weight is determined by its "Ready to fire" configuration. Any rifle other than centerfire will require prior approval (muzzle loader, light gas, Gauss/Rail gun etc...). Rifles that weigh in over 26 pounds will face a 1000 point starting penalty for each tenth of a pound or fraction thereof. So a 26.05 pound gun would start at -1000 points and a 30 pound gun would start at -40000.

Suppressed firearms may be weighed with the suppressor removed.

2.3. The weight of all other shooting equipment used by the shooter is limited to 25 pounds. Verification of this at the discretion of the Match Director and may be verified prior to moving equipment to the firing line. Shooters may weigh their equipment with their gun during tech inspection if they are concerned that they are non-compliant.

2.4. Bipod: The bipod can only be attached to the rifle at a single point, however, having it attached to a RRS/ARCA rail, or a BipodExT system (in each case that is mounted parallel to the bore) is allowed and can be moved during the course of fire.

Bipod legs must be capable of folding or otherwise collapsing along the length of the gun. In the collapsed position, the bipod, and everything else on the rifle cannot exceed a width of 8 inches. The only mechanical elevation adjustment in the front portion of the rifle must come from the bipod system ~~must come from the independent movement of each of the bipod legs.~~

(Note: This does not limit the use of a mono-pod located near the rear of the rifle).

The leg can only be attached to the rest of the bipod (with the exception of springs designed for rapid deployment like on the Harris) at a single point. The folding or extending portions of the legs do not require tools to deploy/ operate and if asked to demonstrate, the shooter must be able to deploy the bipod from the fully folded and collapsed position into the firing position in under 10 seconds.



The bipod may only have two points of contact with the ground. The foot of the leg that comes in contact with the ground may not exceed 4 inches in width or length.

The rifle and bipod must remain rigid when firing, there can be no recoil dampening or movement of the rifle in relation to the bipod in any way for the purpose of damping/reducing recoil. Nothing can be placed on top of the bipod/rifle to add additional weight/support. Common examples of these are sandbags and stakes.

No sharp pointed bipods which will damage the blast sheet are permitted. Unconventional designs must be sent in for approval ahead of time. As with all the rules, any team seen to be attempting to bend the bipod rule will be disqualified.

- 2.5. Adjustment of rifle: The shooter must make all adjustments to his/her rifle system once the string of fire begins. Examples, adjusting height of bipod/rifle, adjusting the scope or handling the ammo/loading the rifle. Once the string of fire begins, any forgotten equipment the shooter requires must be obtained by the shooter.
- 2.6. The rear of the rifle may be supported by a bag or pad of any kind, with a monopod, or just the shooter alone. Use of a rear bag that utilizes a self contained method of elevation adjustment is allowed, but a mechanical style rear rest, originally designed or intended to be separate of the bag itself, is not allowed. If compliance with this rule is in question on a specific piece of equipment, please reach out to Alex@ko2M.com
- 2.7. Equipment carry to firing line: With exception of the ammo, shooting mat, bipod elevation platforms and blast sheet, the shooter must be able to carry all of their equipment to the line in one trip. Allowances will be made for shooters over 65 and those with any physical impairment. A generic blast mat (tarp) will be on the ground at all firing positions. Rubber pads to build a forward and rear position will also be provided.
- 2.8. Any rifle optics and spotting scope system that can be obtained commercially by anyone are allowed. No team may use video feeds from downrange target cameras, drones or receive ANY signal of any type (i.e. ~~Doppler Radar~~) from outside the firing point while firing. Gun mounted radar chronographs are allowed so long as both the radar and readout are included in the weight of the gun in its ready to fire configuration. Radio and/or hardwired communication style hearing protection is not allowed.



- 2.9. Instrumentation: No team may use, at any time during the match, any instrumentation forward of the firing line that collects or records environmental data from points. No wind indicators may be added to the range area forward of the staging area and firing line.
- 2.10. PPE: Ear and eye protection is required of everyone entering the shooting box. We understand that some spotting scopes have a short eye relief that prevents the wearing of some eye protection. In this case, once it is that teams turn to fire, if the spotter is located behind the shooter, they may remove their eye protection.
- 2.11. Malfunctions: A stoppage is any event that prevents the normal cycling of a weapon but requires no tools to resolve. A malfunction is any event that prevents the normal cycling of a weapon but requires tools to resolve. Time does not stop for rifle or equipment malfunctions/stoppage. The shooter alone must clear the problem on the clock. In some cases, based on safety concerns, the match director may allow addition assistance with clearing a malfunction/stoppage. After a rifle has a second malfunction of the same type, any additional malfunctions disqualify the shooter and the rifle must be removed from the line. Anytime that the match director deems the weapon or team unsafe, he can DQ/stop the shooting team.
- 2.12. Alibis: Ko2M or Ko1M do not have equipment alibis, but the possibility of an organizational mistake can occur. Examples of these are: Incorrect hit and miss indications where the team acted on the call, camera failure or a broken target. For this reason, the Match Director might allow an alibi to be executed as follows: The team will repeat the stage from the moment the problem occurred. They will fire one round, not for score on the previous target (as required) and then continue for score until the end of their time or alibi session. The goal is to give the team a fair chance to finish the stage without a complete reshoot. In the event that a bad hit/miss call resulted in further misses by the shooter, the shooter may choose to reshoot as specified above or choose that the impact after the bad call should be awarded. For other issues, the Match Director will decide on how to proceed and his decision is final.
- 2.13. Spectators are not permitted to communicate with the team currently shooting in any way.

3. PROCEDURES



- 3.1. No one besides the scoring team may enter the scoring area without expressed permission. This is a distraction to scoring team. People submitting written protests shall wait until nobody is actively shooting.
- 3.2. No practicing is allowed on the Ko1/2M course prior to the competition. Any team found shooting on it will be disqualified from the match.
- 3.3. There will be a “shooting box” on the line. Each shooter and spotter will have their own position. Spectators must stay far enough away that they will not disturb the teams while shooting or setting up. For this reason, there will be no other personnel in the Shooting Area/Box with the exception of the professional photographers cleared by the Ko1/2M Match Director whom are there to record the entire event.
- 3.4. External feedback to team: The team is on its own for sighting and adjusting impacts. No feedback will be provided by the personnel watching video of the target hits. Hits will be indicated by an auditory signal, nothing will be said for misses.
- 3.5. Definition of Hit: Shooter and Spotter calls of target impacts are not the official judgement of an impact. The Ko1M scoring team will make the call on this and provide a clear and concise auditory indicator when a target has been hit. This policy is due to many spotters falsely calling impacts and confusing everyone there. A target is deemed “Hit” when it is the first thing that the nose of the bullet strikes after leaving the muzzle. Frame, strap and ground strikes that cause the target to move are considered misses. The call of the two scorers is final.
- 3.6. Protests in regard to hits or scoring must be submitted in writing with \$50 cash. The protester must list the target and shot in question for their protest. Each shot is considered a separate protest. If a protest is judged to be valid, the \$50 will be returned. Individual scores for the finals will be provided to the teams at least 30 minutes prior to the awards ceremony to allow for protests. At the end of that period, once the ceremony begins, scores are final.
- 3.7. Procedures in and out the shooting box: Once teams have finished their shooting string, they must quickly remove their equipment to allow the next team to set up. Both the previous and next team will handle weapons UNLOADED and with a



CHAMBER FLAG or other visual indicator of an empty chamber. The shooter may not dry fire during setup. Teams that are waiting for their turn to move into the “Box” are prohibited from setting up on their rifles and looking through rifle mounted optics anywhere on the range and rehearsing looking at the targets and target area in any way whatsoever. This does not prohibit checking ones scope. Rehearsals must wait until the team is in the “Shooting Box”.

- 3.8. The “Failure to do right” rule is in effect for this competition. The match director can disqualify any competitor for attempting to stretch the letter of the rules or gaming to gain an unfair advantage which is against the spirit of the competition. A prime example of this is shooting at something other than the target to get a wind reading....
- 3.9. Complaints about shooter conduct by other competitors must be submitted in a signed written statement. Disciplinary action will be at the discretion of each locations match directors and their designated helpers.

4. COURSE OF FIRE

- 4.1. Teams will be given a map/photo/listing of the target locations and ranges as determined by GPS and laser range finder. Competitors are welcome to use their own range finding equipment if they choose to.
- 4.2. Teams are responsible for knowing when they shoot. Failure to show up on time can result in match DQ. As a minimum, any team that is late will be bumped to the end of the list. Teams that “no show” to gain a weather advantage will be DQed.
- 4.3. Preliminary rounds: Target ranges will be approximately 2000 to 3000 yards. Shooters will have 5 minutes to set up and 9 minutes to complete their five target string firing a total of 13 rounds. The procedure is simple, after the cold bore target, which is a single round, the team must hit a target to move to the next. The first 3 rounds fired at each one of the targets (past the CB) is for score, after that, the team is firing only to get a hit in order to advance to the next. So in theory, a team can end up firing 12 rounds at target one. Teams must fire at least 3 rounds at a target



and get a hit before moving on. The top scoring teams will advance to the finals. There will be one finalist for every five shooters rounded down at 3 and up at 4. (i.e. 88 shooters = 17 finalists). **Finalists will be the top scoring fraction of each day of preliminaries.**

- 4.4. Finals: Target ranges will be approximately 2500 to 3500 yards. The top scoring teams will proceed to the finals. Shooters will have 5 minutes to set up and 10 minutes to complete the three-target course of fire. Time allowing, shooters will fire a total of 15 shots. The team must hit the target in order to advance to the next and fire a minimum of 5 shots before proceeding to the next target. Hits after the fifth shot will allow progression to the next target but will award no points.
- 4.5. COF Permitted variations at international competition: Due to the complex nature of constructing a range that follows KO1M/KO2M rules, and the legal implications of applying there rules in some countries any international organizer can contact the KO2M Rules committee and require a modification to those rules of procedures to make the competition feasible legally or practically. These modifications will not change the spirit of the rules.
- 4.6. COF NON permitted variations of the rules at international competitions are all those changes non previously approved by the KO2M/KO1M Rules committee.

5. SCORING

- 5.1. The scoring system gives more points for first round hits and adds a proportional multiplier to targets at greater distances. The calculation is distance in yards squared divided by 3000. It quadruples the point value when the target distance doubles. First round hits (including the cold bore) are worth 5 times the distance value; second round hits are worth 4 times and so forth.

5.1.1. Example base target values are:

1500 yards	750 points
1800 yards	1080 points
2100 yards	1470 points
2400 yards	1920 points

KING OF 2 MILES
KING OF 1 MILE



www.ko2m.com
Eduardo@ko2m.com
Alex@ko2m.com

6. Mission Statement:

King of 1&2 Miles exists to provide a challenging event in which competitors can measure their skills and equipment against their peers in a fair and safe setting. We aim to encourage the development of shooting skills and field appropriate equipment to facilitate proficiency at Extreme Long Ranges.

END OF RULES ANF PROCEDURES

PAGE 10 of 10

